



SYNCHRONIZATION AND LOGISTICS

**MST
P**



Instructor Name



PURPOSE

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- **Discuss how the MAGTF plans in order to synchronize logistics with intelligence, maneuver, fires, force protection and command and control during execution**



REFERENCES

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- ***JP 1-02 DoD Dictionary***
- ***FM 3-0 Operations***
- ***FM 71-100 Division Operations***
- ***FM 101-5 Staff Organizations and Operations***
- ***MCDP 1-0 MAGTF Operations***
- ***MCDP 1-2 Campaigning***
- ***MCDP 1-3 Tactics***
- ***MCRP 5-2A Operational Terms and Graphics***
- ***MCRP 5-12C MC Supplement to DoD Dictionary***

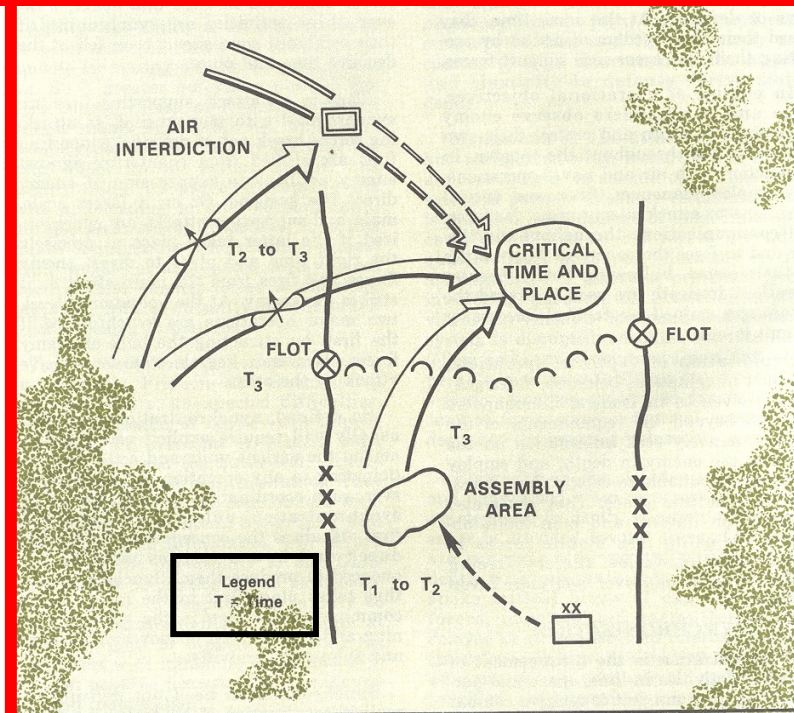


SYNCHRONIZATION

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The arrangement of military actions in **time**, **space**, and **purpose** to produce maximum relative combat power at a decisive place and time.

JP 1 - 02



Synchronization Myth and Misperception



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- **Myth: Synchronization is the careful scripting of events aligned with an inflexible time schedule designed to support the operational plan.**

Reality: This viewpoint is the antithesis of synchronization!



THE CHALLENGE OF TIMING

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“The essence of all military planning is timing. A brilliant plan wrongly timed, put into operation too early or late, is at best a lame thing and at the worst may be a disaster”

Field

Marshal Slim

“In the classroom, battle was organized and predictable...the requirement called for the decision at a pictured moment, when the real problem is usually **when to make a decision and not what the decision should be.”**

George C. Marshall



SYNCHRONIZATION

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- **Elements of the battlefield framework**
- **Maneuver / Flanks**
- **Main effort, Security, Reserve, Sustainment**
- **Information Operations**
- **Staff sections/cells: Warfighting Functions / Plans & Operations**
- **Joint and multinational systems**
- **Single Battle / MAGTF resources**
- **Artillery / Aviation (Fires)**
- **Transportation / TPFDD**
- **Unconventional Warfare**

Hard enough during planning, more difficult during execution



SYNCHRONIZATION

SUPPORTING PLANS

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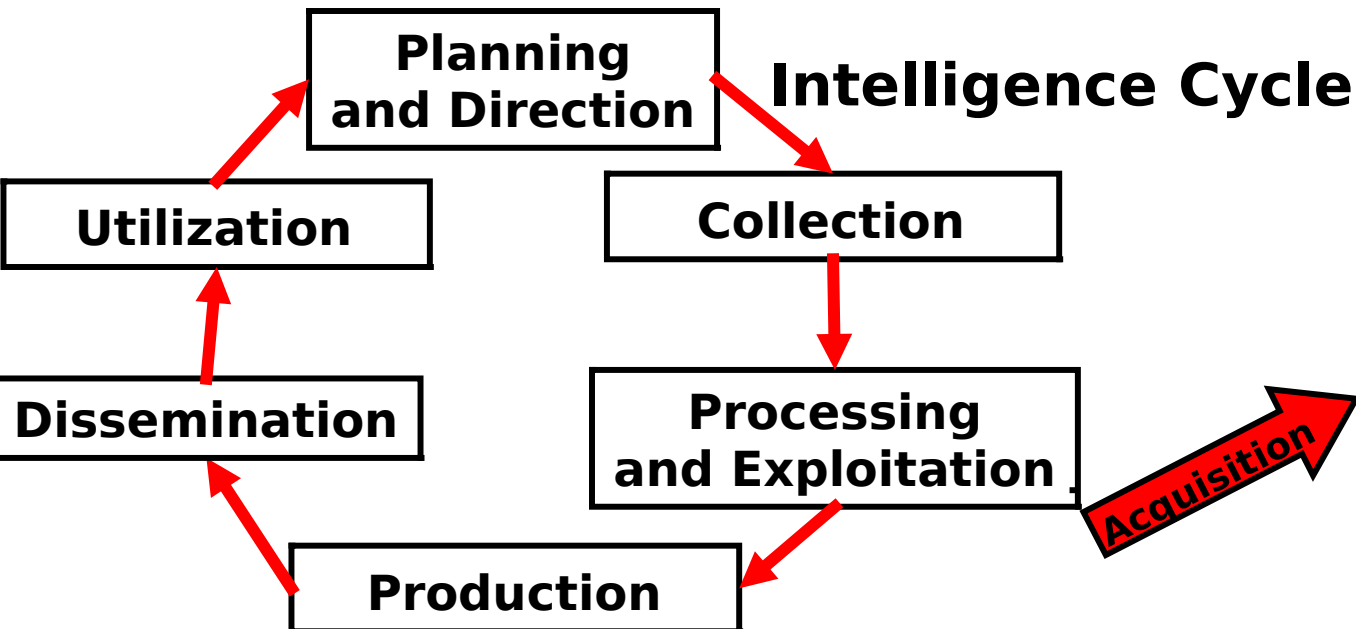
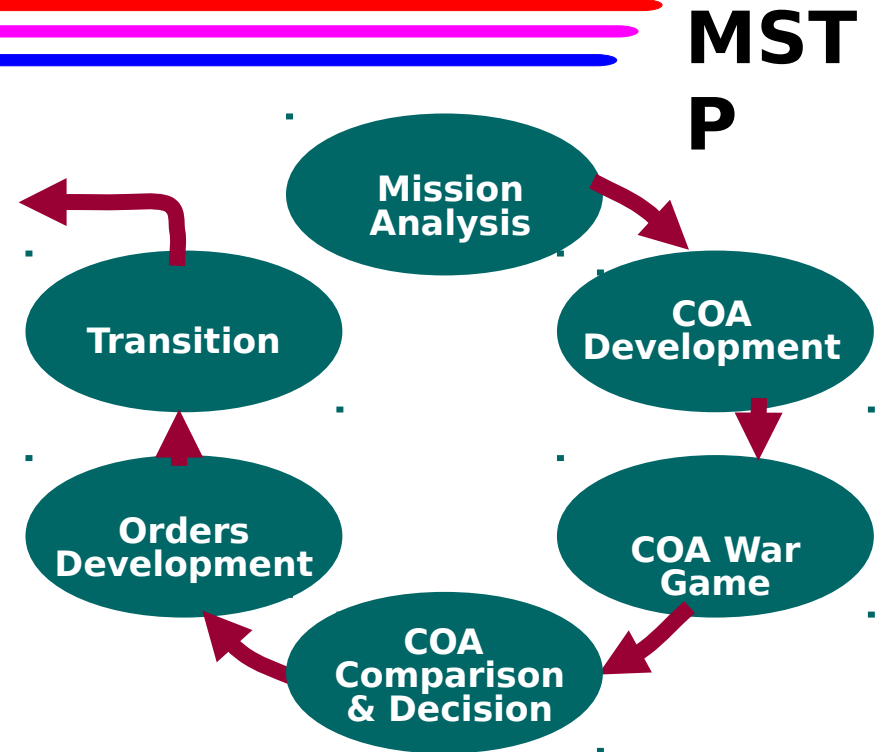
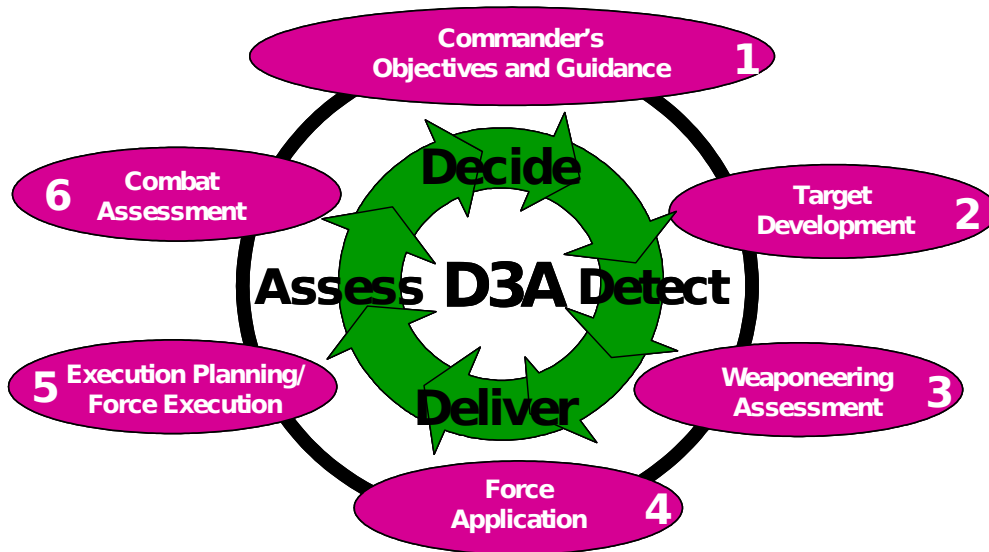
- **Intelligence**
 - R&S Plan
- **Terrain Management**
 - C2
- **Movement Control**
 - Deconfliction of routes
- **Logistics**
 - Sustainment of the force
- **Force Protection**
 - Route Security
- **Rear Area**
 - Arrival & Assembly / RSOI



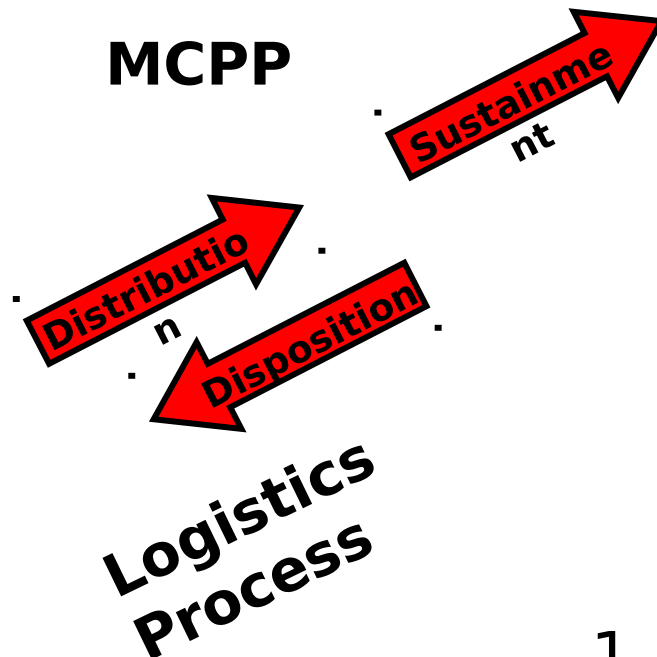


SYNCHRONIZING THE CYCLES

Joint Targeting Cycle



MCP



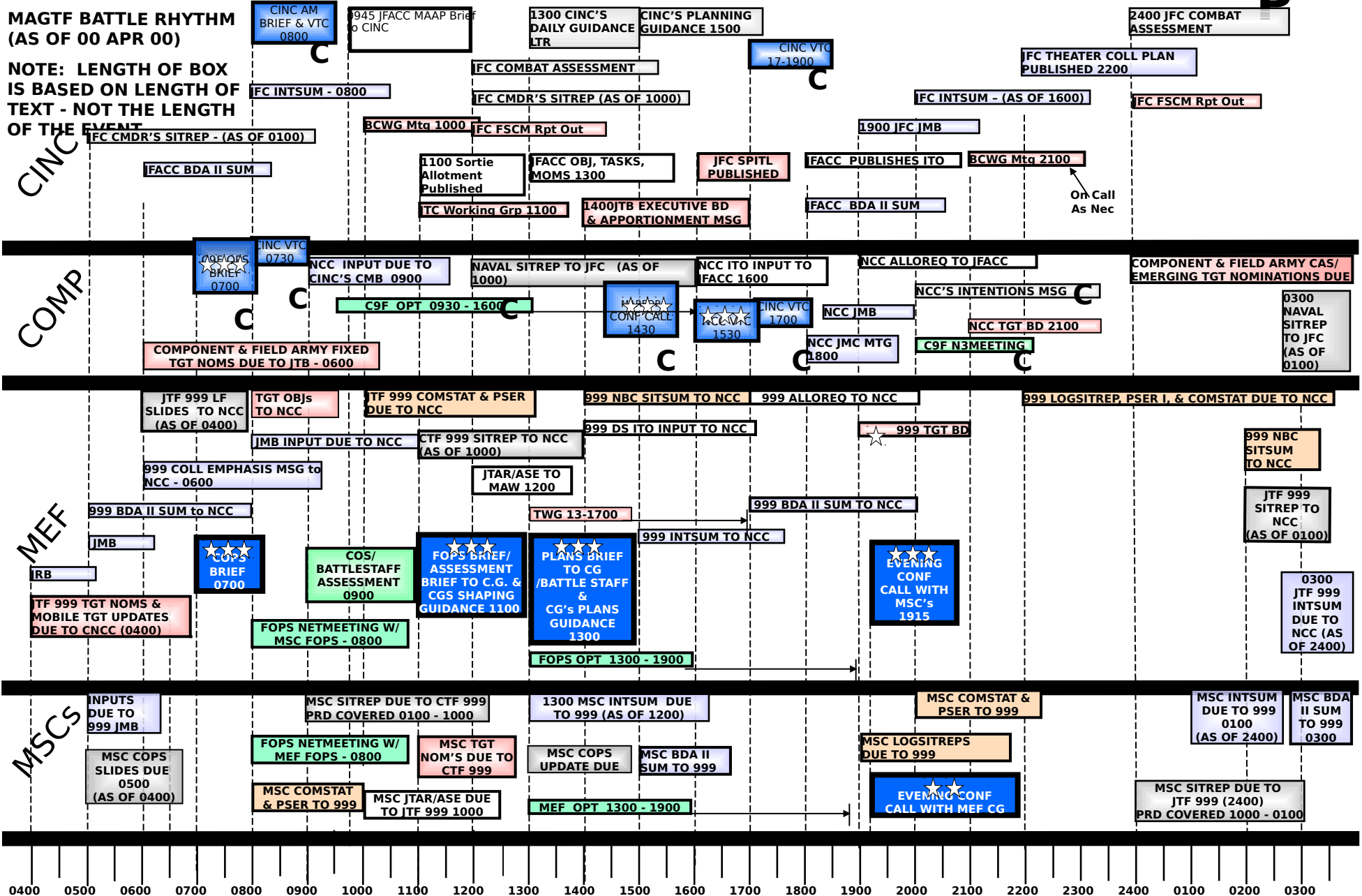


SYNCHRONIZING BATTLE RHYTHMS

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MAGTF BATTLE RHYTHM (AS OF 00 APR 00)

NOTE: LENGTH OF BOX
IS BASED ON LENGTH OF
TEXT - NOT THE LENGTH
OF THE EVENT

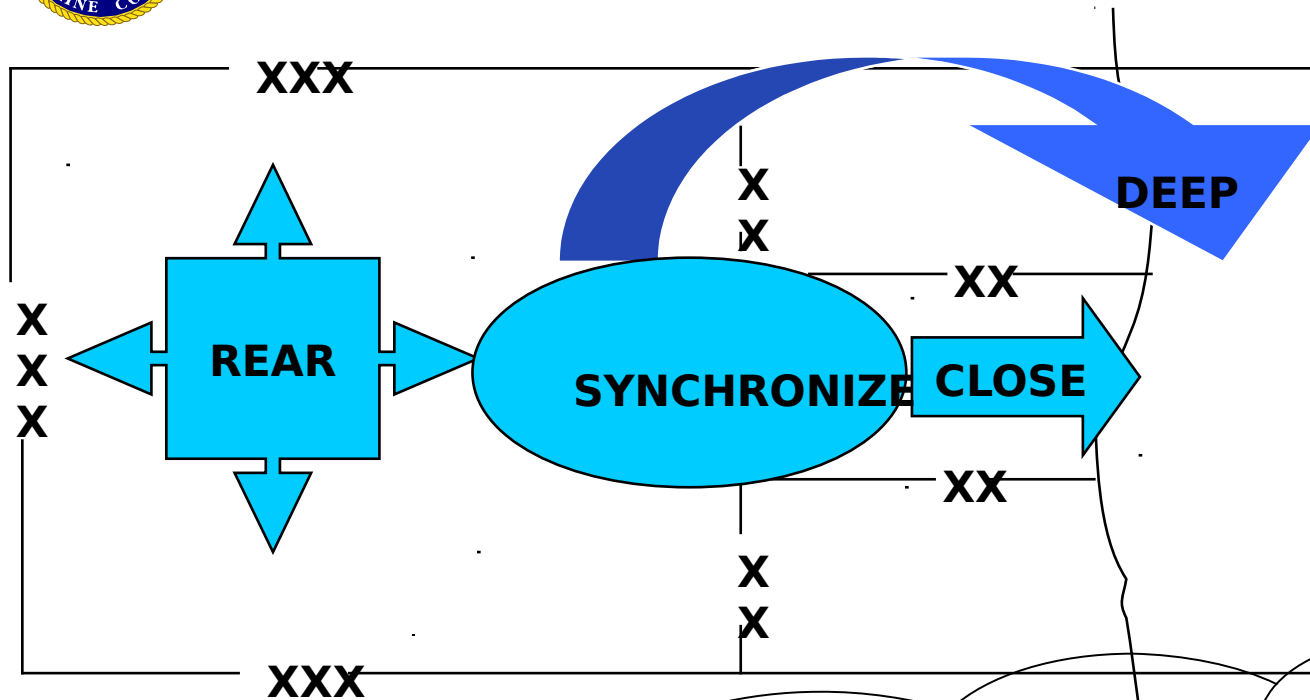


MAGTF SINGLE BATTLE



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- Deep / Close / Rear
- Intent - Common View
- Simultaneous Fight
- Actions Interrelated
- Shaping
- Synchronize in depth

- What will be my decisive action?
- When / where should I give battle?
- How do I shape the enemy?
- What kind of enemy do I want to face?
- How will I sustain the fight?
- Does my restricted target list reflect infrastructure I want protected?



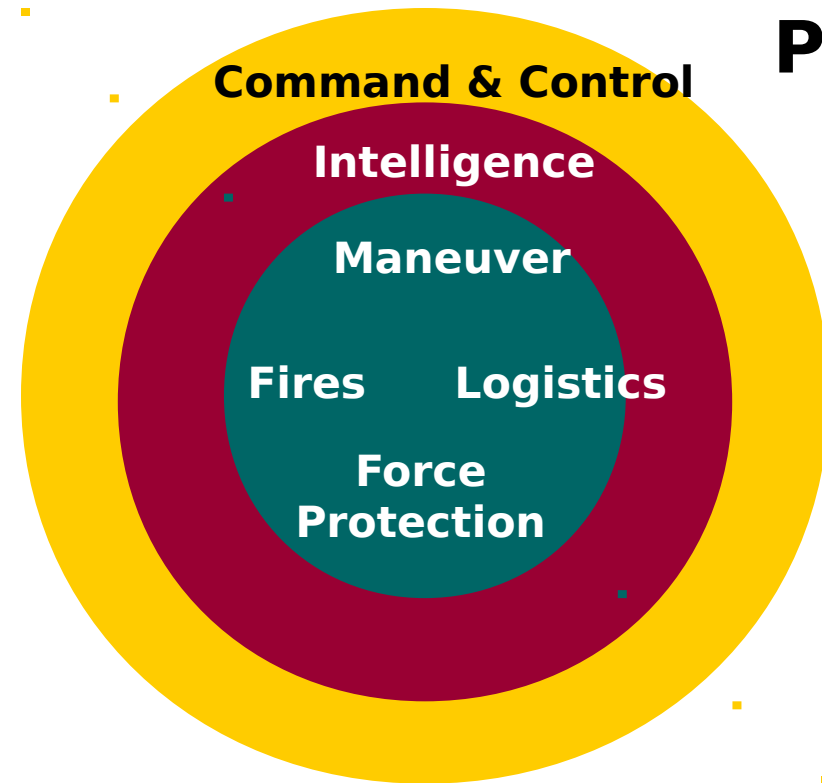
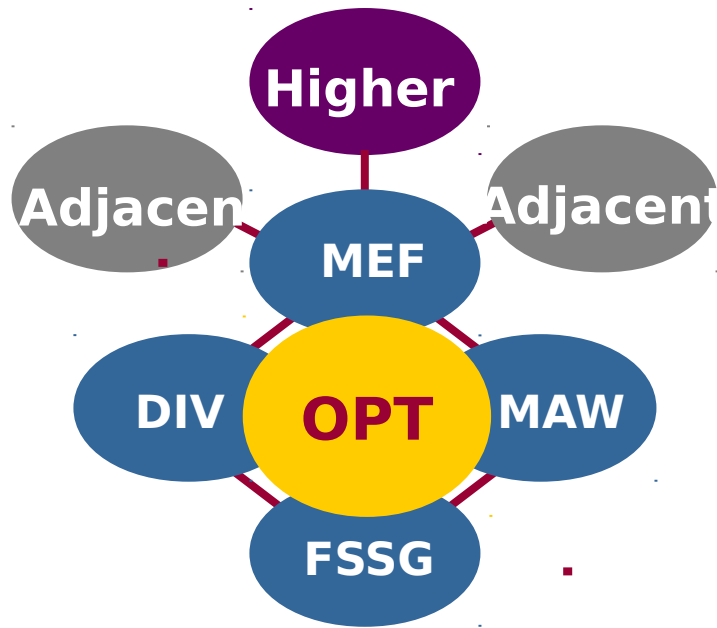
INTEGRATED PLANNING



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| CE | MANEUVER COMMAND & CONTROL | FIRES | INTEL | LOGISTICS | FORCE PROTECTION | |
|-------------|-------------------------------|-------|-------|-----------|------------------|-------------------|
| CSSE | MANEUVER | FIRES | INTEL | LOGISTICS | FORCE PROTECTION | COMMAND & CONTROL |
| ACE | MANEUVER & CONTROL | FIRES | INTEL | LOGISTICS | FORCE PROTECTION | COMMAND & CONTROL |
| GCE | MANEUVER | FIRES | INTEL | LOGISTICS | FORCE PROTECTION | COMMAND & CONTROL |
| USN | MANEUVER | FIRES | INTEL | LOGISTICS | FORCE PROTECTION | COMMAND & CONTROL |
| USAF | MANEUVER | FIRES | INTEL | LOGISTICS | FORCE PROTECTION | COMMAND & CONTROL |
| USA | MANEUVER | FIRES | INTEL | LOGISTICS | FORCE PROTECTION | COMMAND & CONTROL |

IT STARTS IN PLANNING



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- WF reps must understand how their function makes unique contributions to the fight
- Develop nested concepts in COA Dev
- Refine/synchronize nested concepts in the Wargame

Hard enough during planning, more difficult during execution



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SYNCHRONIZATION MATRIX

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| MEF TIMELINE/EVENT | | STAGE/HOUR | STAGE/HOUR | STAGE/HOUR | STAGE/HOUR | ENDSTATE |
|----------------------|-------------|------------|------------|------------|------------|----------|
| THREAT/WX EFFECTS | | | | | | |
| CSSE DECISION POINTS | | | | | | |
| CSSE CCIR(S) | | | | | | |
| CAPABILITIES | | | | | | |
| TRANS | NODE | | | | | |
| | MOTOR - T | | | | | |
| | BW CAP | | | | | |
| | BF CAP | | | | | |
| SUPPLY | CLS V (W) | | | | | |
| | CLS V (A) | | | | | |
| | CLS I | BTL | | | | |
| | | WTR | | | | |
| | | MRE | | | | |
| | | T-RAT | | | | |
| GEN ENG | CLS I (W) | | | | | |
| | CLS III (B) | | | | | |
| | CLS IV | | | | | |
| MAINT | ECHELON | | | | | |
| | MNT SUPT | | | | | |
| HSS | LEVEL | | | | | |
| | PT MVMT | | | | | |
| | CLS VIII | | | | | |
| SERVICES | POSTAL | | | | | |
| | DISPRSING | | | | | |
| | EXCHANGE | | | | | |
| | MORTUARY | | | | | |
| | AFFAIRS | | | | | |



Commanders Critical Information Requirements

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CCIR - Information regarding the enemy and friendly activities and the environment identified by the commander as critical to maintaining situational awareness [visualization], planning future activities, and facilitating timely decisionmaking.

MCDP 1-0

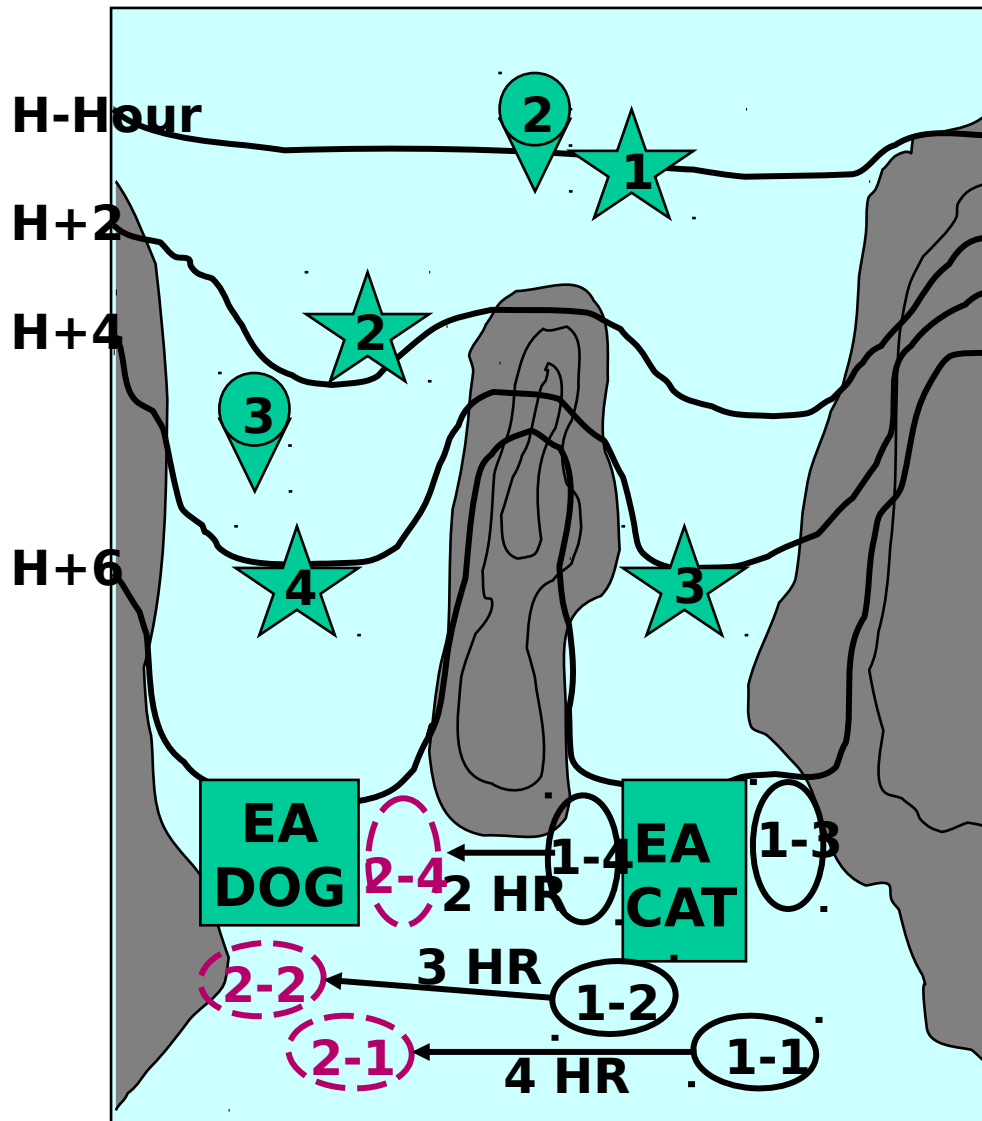




SYNCHRONIZATION TOOLS

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DST / DSM



| DP # | | | |
|------|----------------|--|--|
| 1 | NAIs | | |
| 2 | Criteria | | |
| 3 | Decision Maker | | |
| 4 | WFs | | |
| 5 | | | |



MSTP OBSERVATIONS

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- **Commanders and staffs do not synchronize support operations with next higher level of support**
- **Rear CPs / RACs / RACOMs (& RAOGs) do not synchronize rear operation functions (terrain management, security, movement control, and sustainment)**
- **Commanders and staffs do not synchronize / coordinate movement control**
- **Logisticians do not provide MSR input for the ground tactical plan or targeting process (restricted target list)**



MSTP OBSERVATIONS

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- **Incomplete planning leads to poor synchronization**
 - **Poor synchronization impacts tempo / battle rhythm (factors that effect tempo, shaping, and decisive actions)**
 - **Movement of sustainment uncoordinated**
 - **Lack of detailed planning for ammunition management**
 - **DPRE / EPW / CI effect unaccounted for**
 - **Movement control / traffic management - MSR uncontrolled**
 - **Casualty evacuation / personnel replacement policy unaddressed**
 - **Battlefield maintenance management unsupervised**
 - **Bulk fuel management and usage uncoordinated**
 - **Intelligence forces sustainment unplanned**
 - **Accurate maneuver movement rates and trafficability factors unused**
 - **Force sustainment requirements under-estimated and line-haul / aviation cargo hauling capabilities over-estimated**



SYNCHRONIZATION

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- **Synchronization is continuous throughout planning and execution**
- **Poor synchronization leads to the piecemealed application of all aspects of combat power**
- **Brute force is not a substitute for integrated, synchronized, planning and execution**

Hard enough during planning, more difficult during execution



SUMMARY

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- **Discussed how the MAGTF synchronizes intelligence, maneuver, fires, and logistics during planning and execution**